Flashword 1

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for the JOHN SANDS SEGA SC3000 COMPUTER

The **FLASHWORD** series is a computerised set of flashcards designed to be used as an aid to helping your child learn to read. Research has found that the Basic Sight Vocabulary used in the series makes up 75% of all words used in first grade reading books and 65% of all other primary books. If a child learns to instantly recognise these words he/she is well on the way to becoming a confident and fluent reader.

The **FLASHWORD** series, written by an Australian teacher, will help your child learn these and other words and phrases as well as introducing him/her to computers in a positive and exciting way. The author has gone to a lot of trouble to ensure that the programs are easy and fun to use and at the same time **goof proof!**

Each program consists of a Practice Mode as well as an automatic Super Flash mode. A facility is also provided to enable automatic random selection for revision purposes.

N.B. The **FLASHWORD** series is designed to be used with the aid of an adult or other competent reader.

FLASHWORD1 contains the complete list of 220 words which make up the Basic Sight Vocabulary as well as 80 phrases made up of this Sight Vocabulary together with the 95 commonest nouns.

FLASHWORD 2 (available separately) allows you to type **your own words** into the computer and then treat them in the same way as in the other programs. This program can be used each week to learn word lists set by the child's teacher at school.

The **FLASHWORD** series has been trialled in a N.S.W. Primary school and has been found to be a highly motivating and successful aid to the teaching of reading.

INSTRUCTIONS for FLASHWORD 1

1. LOAD **FLASHWORD 1**. Refer tape loading instructions.
2. Type '**RUN**' and press the **RETURN** (CR) key.
3. Enter **SELECT WORDS** mode by typing '1' at the MENU.
4. Type number of first desired word and press the **RETURN** key.
5. Type number of last desired word and press the **RETURN** key. It is strongly recommended that you work with only a small number of words at a time (e.g. 10). It is for this reason that the program restricts you to a maximum of 20.

N.B. Alternatively you could request the computer to make a **RANDOM SELECTION** of 10 words by typing '2' at the MENU.

6. Enter **FLASHWORD PRACTICE** mode by typing '3' at the MENU.

7. As each word is presented the child should attempt to read it as quickly as possible. If the word 'FLASHES' correctly into the child's head then the helper should press the SPACE bar otherwise the 'X' key should be pressed. The 'X' marks the word as a DRIBBLE. When the entire list has been presented the option **PRACTICE DRIBBLES** should be selected. Only those words originally marked with the 'X' key are presented. When all DRIBBLES are finally eliminated the entire list should be reviewed one more time for good measure. When all words are 'FLASHERS', return to the MAIN MENU by typing '3'.

8. Enter the **SUPER FLASH** mode by typing '4' at the MAIN MENU. In this mode each of the list words is flashed on the screen for the child to read. If no speed has been previously selected you will be requested to enter one. Type the desired length of the flash (in seconds) and press the RETURN key. Between one and two seconds is a recommended starting point. The **SUPER FLASH** menu gives you the opportunity to alter the speed and also to **RESORT WORD ORDER**. This is recommended to prevent 'rote' learning of the words in order. The child should be forced to read the words as fast as possible. Speed settings can include fractional parts (e.g. 1.5 or 0.07). Use speeds such as 0.03 to practice **Speed Reading**.

Suggested long term program for Flashword 1

The first stage is to learn the 220 words in the Basic Sight Vocabulary. The first session should consist of the following steps:

1. Select words 1 to 10.
2. Use **FLASHWORD PRACTICE** until words are all 'FLASHERS'.
3. Use **SUPER FLASH** mode at an initial speed of about 2 seconds.
4. Repeat **SUPER FLASH** at faster speeds pressing the student to his/her limit.
   N.B. Don't forget to resort the word order.
5. End of Session.

The next session should begin with a 'revision' **SUPER FLASH** of the words already learnt at the child's fastest speed. Following this the next 10 words should be treated in the same way. Each new session should begin (and perhaps end) with **SUPER FLASH** revision of words already covered. When all 220 words have been covered in this way the **RANDOM SELECTION** facility should be used for regular revision.

A similar approach should then be taken with the Sight Phrases.

Tape loading instructions

For John Sands Sega SC3000 Personal Computer.

1. Connect computer as shown on the user instruction card and insert BASIC cartridge.

2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer.

3. Switch the computer on.

4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.

5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.

6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.

7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.

8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap.